

# Quick Reference



Shard  
Combat



Aether  
Combat



Vault  
Raid

○ ● ● Your icon color is your die color!

## Actions Available on the SHARD

- Attack** • See COMBAT below. **Recover** • Can't if "EXPENDED Ω" area is empty, or any Ω was expended this turn.
- Harvest** • Fill Gullet BOTTOM to TOP ↑.
- Leap** • Up to number of HEXES = to your EMPTY GULLET SLOTS.  
• Pay 1 Ω per ADDITIONAL hex.
- Slipstream** • Pay 1 Ω.

## Actions Available in the AETHER

- Attack** • See COMBAT below. **Recover** • Can't if "EXPENDED Ω" area is empty, or any Ω was expended this turn.
- Disgorge** • Empty Gullet TOP to BOTTOM ↓.
- Land** • If onto another FROG, pick which EDGE you're entering from.
- Raid** • Steal LAND out of a VAULT from a frog in the OUTER DIMENSIONS.

## Take an EXTRA ACTION • Pay 2 Ω

- Can't if your FROG is in the OUTER DIMENSIONS.
- Can't if your INITIAL ACTION was RECOVER.
- You MAY NOT RECOVER as your extra action.
- You can only take ONE EXTRA ACTION per turn.

## ACTIVATED POWERS

- Abilities with the Ω symbol cost 1 Ω for EACH AND EVERY USE. You may pay extra Ω for extra effect.
- Unless noted otherwise, you may use an Ω ability as many times as you want ON ANY PLAYER'S TURN, AT ANY TIME.

## COMBAT

- Overpower** • Pay 2 Ω to roll TWO DICE and use the LARGER.
- Boost** • Give +1 to your FINAL DIE ROLL for EACH 2 Ω spent.
- If Attacker Wins by X** • Defender receives X KNOCKBACK, AND ATTACKER STEALS X LANDS from DEFENDER'S GULLET, OR takes a free HARVEST (Shard Combat) or RAID (Aether Combat) action.

# Knockback

## Knockback ON THE SHARD

When you are on the Shard and take X KB, you fly in an arc THROUGH THE AIR and land on the hex along your attacker's target line X-MANY HEXES AWAY from your starting hex. The specific consequences of your KB are:

- If your KB is reduced to ZERO, you do not move and your attacker lands in your FACING HEX.
- If your KB drops you on an UNOCCUPIED SHARD HEX, destroy the TOP TERRAIN TILE on that hex. If the top terrain tile is a BARREN, destroy it and place yourself in the AETHER.
- If your KB drops you ONTO A FROG that is on a Land tile, destroy the Land tile IMMEDIATELY BENEATH THAT FROG, leave that frog in their hex, and place yourself in that frog's FACING HEX.
- If your KB drops you ONTO A FROG that's on a BARREN TILE, destroy the Barren tile and place YOUR SELF AND THAT FROG in the AETHER.
- If your KB knocks you OFF THE SHARD or into a HEX OF AETHER, place yourself in the AETHER.

## Knockback IN THE AETHER

When you are in the Aether and take X KB, you are knocked into OUTER DIMENSION X. Then:

- Move all your Ω CRYSTALS into the "EXPENDED Ω" area of your player board.
- Put your ABILITY CARD on the bottom of the Ability Deck.

# Splinter Strike

## If Frog is ON the STRIKE HEX

- Destroy ALL terrain tiles BENEATH THE FROG.
- Destroy ALL terrain tiles in the frog's GULLET.
- Move ALL of the frog's Ω CRYSTALS into their "EXPENDED Ω" area.
- Move the frog into the AETHER.

## If Frog is ADJACENT TO the STRIKE HEX

- Move the frog into the AETHER.



# Raiding

Any frog **IN THE AETHER** may use a **RAID ACTION** to try and steal **EXPOSED LAND TILES** from the Vault of a frog **IN THE OUTER DIMENSIONS**. Your Raid die will always be a **WHITE DIE** unless noted otherwise on your ability card.  
*The Raid Rules are:*

- You must state **WHICH VAULT** you are attempting to raid and **DECLARE YOUR RAID TARGET**. Your raid target is the **NUMBER OF POINTS OF LAND** you are trying to steal (e.g., *my raid target is 3 POINTS OF LAND*). Each exposed **LOWLAND** is worth **1 POINT** and each exposed **HIGHLAND** is worth **2 POINTS**.
- Your raid target **MAY NOT EXCEED THE OUTER DIMENSION** of the Vault owner (or **MAXIMUM Outer Dimension of ANY OF THE VAULT OWNERS in team play**). For example, if the Vault owner is in **OUTER DIMENSION 3**, your raid target **CANNOT BE GREATER THAN 3**.
- Roll your **RAID DIE**. If your roll **DOES NOT EXCEED YOUR RAID TARGET**, **YOUR RAID FAILS**. If your roll **EXCEEDS YOUR RAID TARGET**, **YOUR RAID SUCCEEDS** and you may sequentially **MOVE FROM THEIR VAULT to YOUR GULLET** your choice of **EXPOSED LAND TILES** with a combined point value **LESS THAN OR EQUAL TO** your raid target.
- When you take a Land tile from a Vault slot, you must **COMPLETELY EMPTY THAT SLOT** before you can take a Land from a different Vault slot **DURING THE SAME RAID ACTION**.

# Aether Flux

When the **AETHER FLUX CARD** comes up in the Action Deck, a cosmic energy surge **TRIGGERS FROGS TO MUTATE**.

**ALL FROGS IN PLAY** must choose one of the following options:

**Randomly Mutate** • Place your **EXISTING ABILITY** on the bottom of the Ability Deck and draw a **NEW ABILITY**. Look at your new ability card, then place the card **FACE DOWN BY YOUR PAYER BOARD**.

**Resist Mutation** • Pay **1 Ω** to **IGNORE THE AETHER FLUX** and keep your current ability. Your ability card stays in its **CURRENT FACE UP** or **FACE DOWN** state.

**Selectively Mutate** • Pay **2 Ω** to pick up your **EXISTING ABILITY AND DRAW AN ABILITY** from the Ability Deck, then **LOOK AT BOTH CARDS** and **DECIDE WHICH ONE TO KEEP**. Place that card **FACE DOWN BY YOUR PLAYER BOARD** and put the other card on the bottom of the Ability Deck.

# The Outer Dimensions

## If in the **O.D.** when Your **TURN STARTS**

- Roll a **WHITE DIE** and **RETURN THAT MANY DIMENSIONS**.
- You always **RETURN TO DIMENSION ZERO** when you exit the Outer Dimensions, **NO MATTER HOW HIGH YOUR ROLL**.
- If you **RETURNED** from the Outer Dimensions **BY WAY OF A DIE ROLL**, you may spend **2 Ω** to take an **EXTRA ACTION BEFORE** you take any **REQUIRED ACTIONS** using your **SET ASIDE ACTION CARDS**.

## If in the **O.D.** when Your **TURN ENDS**

- Take your **ACTION CARD** for that turn and **SET IT ASIDE** by your player board.
- At the **END OF ANY FROG'S TURN**, you may place **TWO OF YOUR SET ASIDE ACTION CARDS** onto the discard pile to **IMMEDIATELY RETURN TO DIMENSION ZERO**.

## If Your **VAULT** is **RAIDED** while in the **O.D.**

- At the **END OF THE RAID** action, you return **ONE DIMENSION** for **EACH LAND TILE** taken from your Vault, **REGARDLESS** of the **POINT VALUE** of the Lands taken. (*In **TEAM PLAY**, the team members choose **WHICH FROG** returns if two or more are out.*)

## When You **RETURN** to **DIMENSION ZERO**

- Your frog is again **IN PLAY**. You immediately gain a **RANDOM ABILITY (the top card on the Ability Deck)** and regain all of your **EXPENDED Ω**.
- You must choose whether to place your frog **IN THE AETHER** or **DESCEND ONTO THE SHARD**.
- You must use **ALL OF YOUR SET ASIDE ACTION CARDS** by taking one action per card **AT THE END OF THE TURN** in which you return to Dimension Zero (*placing each into the discard pile as you take it*).
- You **MAY NOT** take extra actions **FOLLOWING THESE CARDS**. Once you are finished, *play resumes using the ACTION DECK*.
- If you returned **BY WAY OF A DIE ROLL**, see the first section above.



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## Actions Available on the **SHARD**

- Attack** • See **COMBAT** below. **Recover** • Can't if "EXPENDED Ω" area is empty, or any Ω was expended this turn.
- Harvest** • Fill Gullet **BOTTOM** to **TOP** ↑.
- Leap** • Up to number of **HEXES** = to your **EMPTY GULLET SLOTS**.  
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## Actions Available in the **AETHER**

- Attack** • See **COMBAT** below. **Recover** • Can't if "EXPENDED Ω" area is empty, or any Ω was expended this turn.
- Disgorge** • Empty Gullet **TOP** to **BOTTOM** ↓.
- Land** • If onto another **FROG**, pick which **EDGE** you're entering from.
- Raid** • Steal **LAND** out of a **VAULT** from a frog in the **OUTER DIMENSIONS**.

## Take an **EXTRA ACTION** • Pay 2 Ω

- Can't if your **FROG** is in the **OUTER DIMENSIONS**.
- Can't if your **INITIAL ACTION** was **RECOVER**.
- You **MAY NOT RECOVER** as your extra action.
- You can only take **ONE EXTRA ACTION** per turn.

## ACTIVATED POWERS

- Abilities with the Ω symbol cost 1 Ω for **EACH AND EVERY USE**. You may pay extra Ω for extra effect.
- Unless noted otherwise, you may use an Ω ability as many times as you want **ON ANY PLAYER'S TURN, AT ANY TIME**.

## COMBAT

- Overpower** • Pay 2 Ω to roll **TWO DICE** and use the **LARGER**.
- Boost** • Give +1 to your **FINAL DIE ROLL** for **EACH 2 Ω** spent.
- If Attacker Wins by X** • Defender receives X **KNOCKBACK**, **AND ATTACKER STEALS X LANDS** from **DEFENDER'S GULLET**, **OR** takes a free **HARVEST** (Shard Combat) or **RAID** (Aether Combat) action.

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- If your **KB** is reduced to **ZERO**, you do not move and your attacker lands in your **FACING HEX**.
- If your **KB** drops you on an **UNOCCUPIED SHARD HEX**, destroy the **TOP TERRAIN TILE** on that hex. If the top terrain tile is a **BARREN**, destroy it and place yourself in the **AETHER**.
- If your **KB** drops you **ONTO A FROG** that is on a Land tile, destroy the Land tile **IMMEDIATELY BENEATH THAT FROG**, leave that frog in their hex, and place yourself in that frog's **FACING HEX**.
- If your **KB** drops you **ONTO A FROG** that's on a **BARREN TILE**, destroy the Barren tile and place **YOURSELF AND THAT FROG** in the **AETHER**.
- If your **KB** knocks you **OFF THE SHARD** or into a **HEX OF AETHER**, place yourself in the **AETHER**.

## Knockback **IN THE AETHER**

When you are in the Aether and take **X KB**, you are knocked into **OUTER DIMENSION X**. Then:

- Move all your **Ω CRYSTALS** into the "**EXPENDED Ω**" area of your player board.
- Put your **ABILITY CARD** on the bottom of the Ability Deck.

# Splinter Strike

## If Frog is **ON** the **STRIKE HEX**

- Destroy **ALL** terrain tiles **BENEATH THE FROG**.
- Destroy **ALL** terrain tiles in the frog's **GULLET**.
- Move **ALL** of the frog's **Ω CRYSTALS** into their "**EXPENDED Ω**" area.
- Move the frog into the **AETHER**.

## If Frog is **ADJACENT TO** the **STRIKE HEX**

- Move the frog into the **AETHER**.

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